

Teachers Training Workshop

Belgrade, June 16-17, 2022

Session 3: Application and impacts

Presentation of Cities and Districts associated to the projects

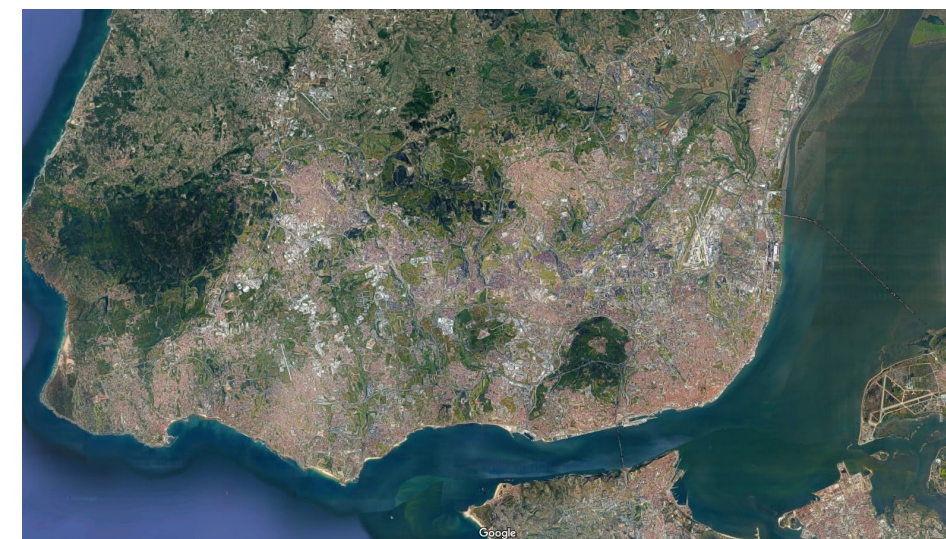
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Lisbon, Portugal

Lisbon is the capital and the largest city of Portugal, with an estimated population of almost **600,000 inhabitants** in a city area of 100.05 km². Lisbon's urban area extends beyond the city's administrative limits with a population of around **2.7 million people living in the metropolitan area**.

Lisbon represents approximately 27% of the country's population and the 3rd largest metropolitan area in the Iberian Peninsula, after Madrid and Barcelona.

The city lies in the western Iberian Peninsula on the Atlantic Ocean and the River Tagus.



Working with the 99%

The Local partner chosen is “Working with the 99%” which is a **non-profit organization**, a cooperative established in 2016, aimed at the development of **participatory processes, design and production of public policies and strategic development**.

It is part of the European network ReKreators, DLBC Lisbon and Placemaking Europe, having actively participated in the discussion around the creation of the European Urban Agenda – Amsterdam Pact (2016) and the Portuguese Housing Law (2019).

The cooperative has been selected and awarded at national and international levels as: PALÁCIO MARQUÊS DE ABRANTES (Selected project for EU Mies award final shortlist 2022); PEDROGÃO GRANDE (Selected project for International architecture exhibition Biennale 2021 in Venice); PRODAC SUL (Financed by BIP-ZIP project 2016 - Municipality of Lisbon)



www.workingwiththe99.com

Bairro São João de Brito

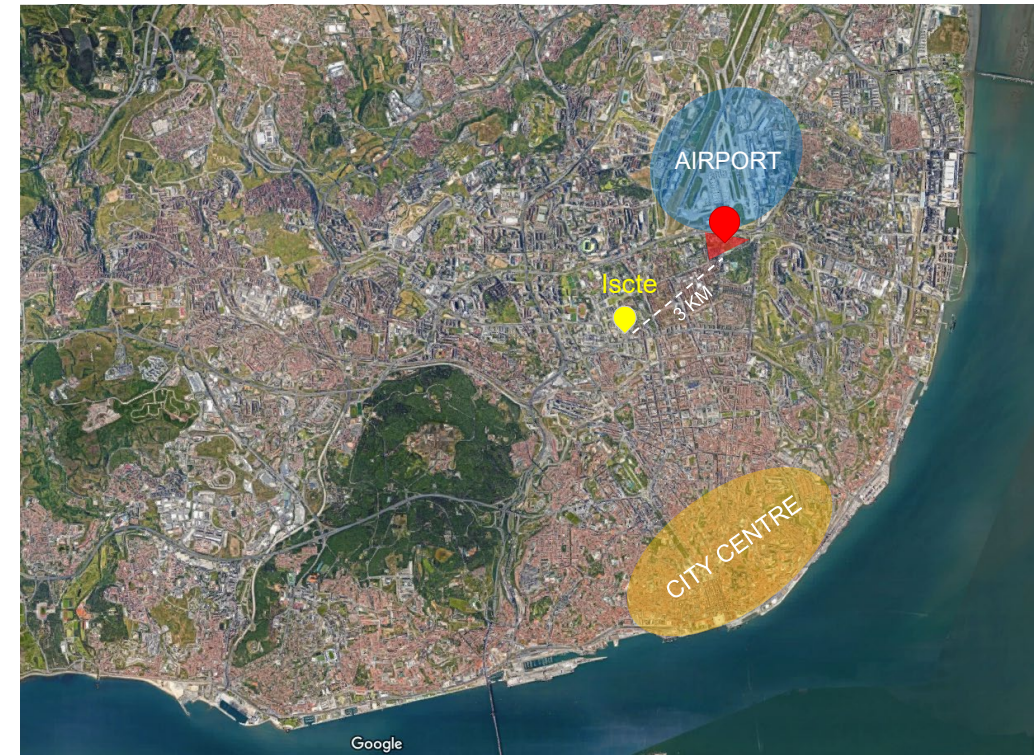
Location

The neighborhood is located in a quite central area of the city, as you can see the distance from the university and from the city centre. It is right next to Lisbon airport, and can be seen from the Second Circular, one of the main roads around Lisbon.

Population

The first residents probably arrived from Angola, also called “retornados” after 25th April 1974 (end of Portuguese Dictatorship) were allowed to build their houses there. This was in 1975. There will be around 400 people living there, mostly from middle class.

BAIRRO SÃO JOÃO DE BRITO



Bairro São João de Brito



Neighborhood and territorial situation

They are “**owners of nothing**”. They are in the process of being regularized, the land is public, and the City Council has not completed this process.

There are about 130 to 150 houses currently, each with 80 to 100 m², mostly on ground floors, without foundations, and all of them with different construction characteristics.

It is nearby to the Pote de Água social neighborhood; the neighborhood of Alvalade; the José Gomes Ferreira park; and finally, the airport itself.

There is a warehouse area and a car repair shop that raises a lot of problems in terms of pollution. There is little commerce, and this is one of the things that people complain about, although there are many people who over the years have gotten used to going to Alvalade to do their shopping.



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Bairro São João de Brito

What we think we can do there for our Student Workshop: Some Examples

Since the council is making streets and public spaces, ensure that the trees prevent excess heat build-up; What to do to mitigate the pollution of the car repair shop? How reducing the use of water? How reutilizing the water for the existing urban gardens? Can waste water be used to water fruit trees?

Summing up, a lot of topics related with climate change and urban health are applicable to this neighbourhood. We can start working with the categories from “Place Standard research – How Good is our Place?”, plus others:

1. Street & places
2. Public transports
3. Housing and community
4. Facilities & Services
5. Public spaces
6. Green spaces
7. Water uses
8. Garbage & Recycling



Details of the neighbourhood. Photos of Ana Catarino, Working with the 99%.



Session 3: Application and impacts

Urban Project Scenarios: development of design alternatives for a sustainable, resilient, and inclusive urban regeneration with the involvement of cities

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A necessary premise: Why Planning games?

The “urban game-simulation” approach is meant as a **participatory device**, a tool of co-design with stakeholders, researchers and communities, where also students will be able to understand the needs and the expectations of citizens and communities.

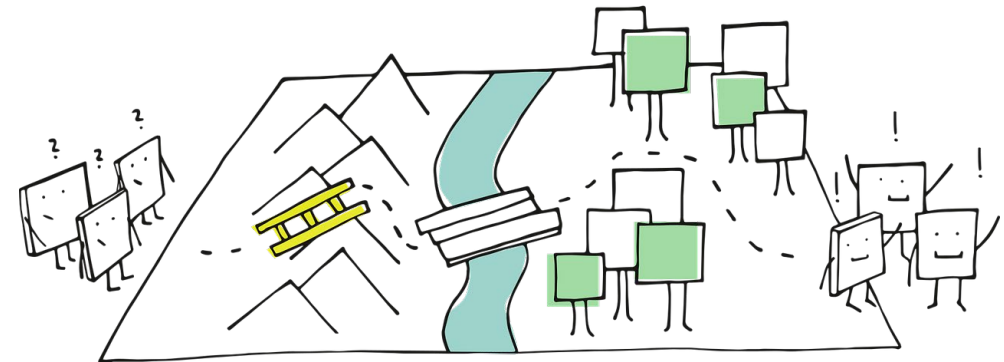
They will be powerful tools for **teaching-learning experiences**, as well as the **participatory processes** and **decision-making processes**.

Planning games will be applied by video games or simulation scenarios.

Video games are generally a good approach to complex systems, but “games induce players to learn the model, but not really to understand it or to produce new knowledge”. (Rufat & Ter Minassian, 2012)

We selected some easy games to play, to replicate and adapt for different urban contexts:

- 1) **The “stone soup” game**
- 2) **15 minutes proximity**
- 3) **Photo elicitation**



Reference: Rufat, S., & Ter Minassian, H. (2012). Video games and urban simulation: new tools or new tricks?. *Cybergeog: European Journal of Geography*. 1-25

1) **Stone Soup game** (*Jogo da Sopa da Pedra*) *From a Portuguese myth to a planning game*

The Stone Soup (*Sopa da Pedra*) derives from a popular Portuguese myth.

A good monk was begging in the plains of central Portugal. He was tired and knocked on the door of a rich farmer, who was greedy. The monk picked up a stone from the ground and said he could make a very good soup with it. The farmer couldn't believe, and the monk asked for a pot to do it.

Later, he asked for a cabbage leaf, and the farmer gave it, then he asked for a little bit of ham, then a carrot, a potato, a little bit of olive oil. In the end, while not noting that he gave all the ingredients, the farmer was astonished with the soup made with a stone.

The Stone Soup is continuing to be a delicious soup in Portugal!

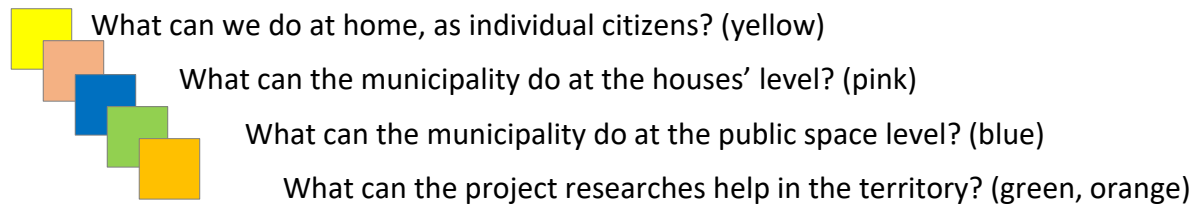


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Stone's Soup game (*Jogo da Sopa da Pedra*)

The urban game would be using post-its instead of the ingredients (orange like carrots, pink like ham, green like cabbage, blue like water, yellow like olive oil), trying to respond to climate change's challenges. Participants: residents, project researchers, students, working with 99% cooperative.

Participants contribute with an ingredient – they write in the post-it the solution they understand as better for a specific situation. The different colours of the post-its could represent different scales of society:



The game also requires a big pot and a wooden spoon.

Since the post-its will be whisked by the wooden spoon, the reading of the results won't be selective considering the diverse participants.

This urban game needs further development: how much time it will take? What will we do after reading the results? Other doubt: Since residents are Portuguese, the first approach of this game will be clumsy.



2) 15 minutes proximity

Inspired by D’Onofrio & Trusiani’s paper about urban proximity, the participants of this game should find **proximity services**, meaning they **should walk no more than 15 minutes to find the services**.

Some examples:

FOOD: Bakery; Grocery store; butcher shop; fish shop; Fruit and vegetable shop;

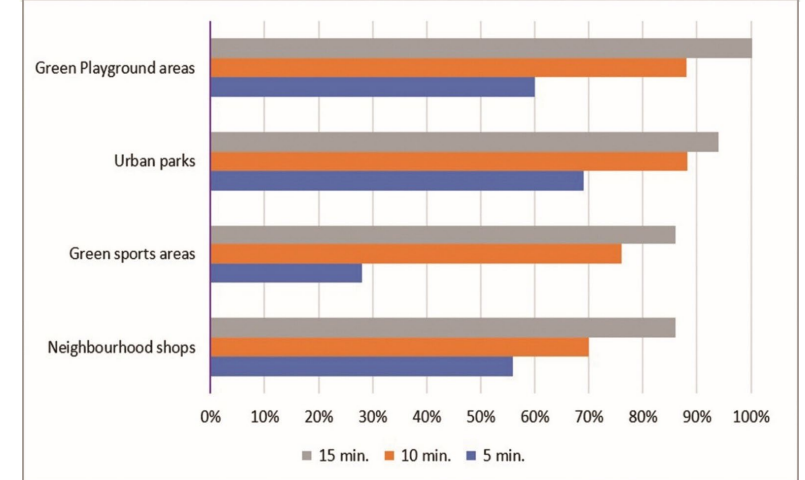
MOBILITY: bus or train stop, or underground stop (and where does it take us to);

HEALTH: health center or hospital; green walking space; public vegetable garden;

SUSTAINABILITY: general recycling zones; specific recycling zones (e.g. cork; batteries; lamps); bio products grocery store; local products sales; secondhand stores.

The participants start in a housing area, and will also evaluate if the route is accessible for persons with reduced mobility and other risks and threats in the walking routes. If the service is beyond this walking time (which is 1km more or less), the service is considered inexistent.

How can this game be improved? To debate with partners



D’Onofrio Rosalba & Trusiani Elio (2022) The Future of the City in the Name of Proximity: a New Perspective for the Urban Regeneration of Council Housing Suburbs in Italy after the Pandemic, Sustainability, 14, 1252, 1-26

3) Photo elicitation

Photo-elicitation is a method of interview that uses visual images to elicit comments. It begins by asking interlocutors to show photo albums and photographs of their daily lives, explaining what is going on the photos. It is applied in neighbourhoods and can be developed in **4 steps**:

- 1) in the first day, the selected residents should make a total of 10 to 20 photographs**
- 2) in the day after, in the morning, during 2 hours, they present the photos to the audience (stakeholders, students, researchers/teachers). The students record the explanation with video and fieldnotes.**
- 3) the “observers” (one researcher/teacher and one stakeholder) study the materials – videos and fieldnotes – and make a summary (one hour)**
- 4) the observers present the summary (15 minutes).**



Photos of Ana Catarino, Working with the 99%. Adapted by C. Di Giovanni.

This method is very useful when the researcher doesn't have a great amount of time to know the sociocultural environment. The data will be inscribed in a project archive delivered to residents' association or city hall.

Thank you very much!

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